EXOLON

by

Raffaele Cecco

HEWSON

EXOLON

by Raffaele Cecco

48K ZX Spectrum, ZX Spectrum Plus, ZX Spectrum 128 and ZX Spectrum +2 Amstrad CPC 464, CPC 664 and CPC 6128 Commodore 64 and 128

As a heavily armed humanoid, you blast, battle, bound and blunder your way over more than a hundred screens of blood curdling action. Release a deadly grenade to devastate a birth pod and shoot the hordes of aliens that slither and scramble to overwhelm you. Rocket a gun emplacement and pneumatic hammers hurl you end over end back across the screen. And in a new twist, some of the screens can be played as a vulnerable but athletic Vitorc or as Exolon, a lumbering but powerful exoskeleton.

LOADING

Spectrum Cassette
48K ZX Spectrum, ZX Spectrum Plus or ZX Spectrum 128 with cassette player, ZX Spectrum +2.

You are advised to disconnect all hardware from the rear edge connector with the exception of your joystick interface (if any). When using a Sinclair Interface 2 or the ZX Spectrum +2 plug the appropriate joystick into port 1. Unless using a ZX Spectrum +2 connect a cassette player to the computer in the usual manner. ZX Spectrum +2 and 128 users should select 48K mode. Rewind the cassette if necessary, enter LOAD"" on the computer keyboard and press the ENTER key. Press the Play key on the cassette player. The game takes a few minutes to load.

Amstrad Cassette
Amstrad CPC 464
Amstrad CPC 664 or Amstrad CPC 6128 with cassette player and suitable leads.

Amstrad CPC 664 and CPC 6128 users should connect a cassette player to the computer and enter |tape and press the ENTER key. Place the cassette in the player, rewind if necessary and press the CTRL and ENTER keys. Press the Play key on the cassette player and then any key on the computer keyboard. The game takes a few minutes to load.

Amstrad Disc
Amstrad CPC 6128 or Amstrad CPC 664
Amstrad CPC 464 with disc drive

Amstrad CPC 464 users should connect a disc drive to the computer and enter |disc and press the ENTER key. Place the disc in the drive and enter run "disc and press the ENTER or RETURN key. The game takes a few seconds to load.

Commodore Cassette
Commodore 64 or Commodore 128 with suitable cassette player.

Connect the cassette player to the computer, place the cassette in the player and rewind if necessary. Press the SHIFT and RUN/STOP keys on the computer keyboard and press the Play key on the cassette player. The game takes a few minutes to load.

Commodore Disc
Commodore 64 or Commodore 128 with disc drive.

You are advised to disconnect all hardware from your computer. Connect the disc drive to the computer and place the disc in the drive. Enter LOAD "*",8,1 and press the RETURN key. The game takes a few seconds to load.

CONTROLS

O = Left
P = Right
Q = Jump
A = Duck
M = Fire

Alternatively, a joystick may be used.

PLAYING THE GAME

With both keyboard and joystick, if the fire button is pressed rapidly, then the blasters operate. If pressed and held for more than half a second then a grenade will be lobbed.

Blaster
Small hand blaster which destroys virtually all organic enemy life forms. Can penetrate thin armour with several direct hits, but is useless against 'thick skinned' gun emplacements etc.

Grenades
In general, where your hand blaster is not effective use a grenade. Powerful enough to destroy heavily armoured battle machinery, grenades can also penetrate thick walls and rock faces thus providing alternative routes through the battle zone.

Hyper-alloy Exoskeleton
A hydraulically manoeuvred exoskeleton which the main character wears enabling him to effortlessly wade through enemy hordes protecting him from all but the most powerful of enemy guns and projectiles.

SCORING

Destroying obstacle with grenade	150 pts
Large aliens	150 pts
Small pod aliens	50 pts
Missile shells	50 pts
Walking into double launcher	2000 pts
Walking into combined launcher	3000 pts
Destroying missile guidance module	1000 pts

At the end of every level (25 screens) points are awarded as follows:

Number of lives left multiplied by 1000
If not wearing exoskeleton then 10000 points are also awarded.

Extra life given at the end of each level, unless nine lives are still remaining.

CREDITS

Written for the Spectrum and Amstrad by Raffaele Cecco and converted to the Commodore 64 by Nick Jones.

Our policy is one of constant improvement. Therefore, we reserve the right to modify any product without notice.

Hewson Consultants Ltd
56B Milton Trading Estate, Milton, Abingdon, Oxon, OX14 4RX

HEWSON